

## CLAIMS

What is claimed is:

1. A method for allowing a remote computer to create, edit, store and access a computer game stored on an online puzzle system via the Internet, comprising:

accessing the system with the remote computer which includes a Web browser;

10 presenting a plurality of commands to the remote computer for selection by a user operating the remote computer via the Web browser, the commands corresponding to the functions available on the online puzzle system;

receiving a selected command from the remote computer, the command causing the system to access a correlating Web page and the Web page requesting game data for executing a selected command;

15 receiving game data for executing the selected command and the function associated with the selected command; and

applying design rules to the game data to dynamically generate at least one computer game capable of being played by the user via the Web browser in conjunction with the remote computer.

20 2. The method for allowing a remote computer to edit, store and access a computer game stored on an online puzzle system as defined in Claim 1, further including sending the generated computer game to a remote computer.

25 3. The method for allowing a remote computer to create, edit, store and access a computer game stored on an online puzzle system as defined in Claim 1, further including:

storing the generated computer game on the server computer; and

5 linking the generated computer game to a user identifier for allowing an entire group of  
generated computer games for a specified user to be provided to a remote computer.

10 4. The method for allowing a remote computer to create, edit, store and access a computer game  
stored on an online puzzle system as defined in Claim 1, further including providing a Web server  
and an application server module for allowing data to be passed between the remote computer to the  
system.

15 5. The method for allowing a remote computer to edit, store and access a computer game stored  
on an online puzzle system as defined in Claim 4, further including providing an application server  
script module, the application server script module being capable of allowing the system to process  
application server script functions in conjunction with the Web server module.

20 6. The method for allowing a remote computer to edit, store and access a computer game stored  
on an online puzzle system as defined in Claim 1, further including providing the online puzzle  
system with a movie module, the movie module allowing the system to generate interactive puzzles  
that are viewable by the Web browser of the remote computer.

25 7. The method for allowing a remote computer to edit, store and access a computer game stored  
on an online puzzle system as defined in Claim 1, further including providing a system with an  
embedded HTML module, the embedded HTML module allows the system to dynamically generate  
and display interactive content using data extracted from the system.

8. An online puzzle system that enables a remote computer to create, edit, store and access a  
computer game via the Internet, comprising:

25 a server computer that is connected to the Internet and that includes an application server  
module;

5           the application server module including a database comprised of user data and puzzle data;  
and

10           a Web site produced by the Web server computer and accessible by the remote computer via  
the Internet, whereby the Web site is capable of displaying information to a user via the remote  
computer in conjunction with a Web browser, exchanging information with the user and accessing  
the database stored in the application server module and whereby the user is able to create, edit, store  
and access puzzles on said Web site.

9.         The system according to Claim 8, wherein the system further includes an HTML module,  
the HTML module allowing the system to process standard hypertext protocol functions.

10.       The system according to Claim 8, wherein the system further includes a multimedia module,  
the multimedia module allowing the system to send the remote computer animation and sound  
content and the remote computer being capable of receiving and displaying the content via the Web  
browser.

11.       The system according to Claim 8, wherein the system further includes an application server  
script module, the application server script module allowing the system to process application server  
script functions in conjunction with the Web server module.

12.       The system according to Claim 8, wherein the system further includes a movie module, the  
movie module allowing the system to generate interactive puzzles that are viewable by the remote  
computer in conjunction with the Web browser.

25         The system according to Claim 8, wherein the system further includes an embedded HTML  
module, the embedded HTML module allowing the system to dynamically display interactive  
content generated from data extracted from the system to the remote computer via the Web browser.